Title (en)

DISTRIBUTED SAMPLE-BASED GAME PROFILING WITH GAME METADATA AND METRICS AND GAMING API PLATFORM SUPPORTING THIRD-PARTY CONTENT

Title (de)

SPIELPROFILIERUNG BASIEREND AUF VERTEILTEN PROBEN MIT SPIELMETADATEN UND METRIKEN UND API-SPIELPLATTFORM MIT UNTERSTÜTZUNG VON INHALTEN DRITTER

Title (fr)

PROFILAGE DE JEU BASÉ SUR UN ÉCHANTILLON DISTRIBUÉ AVEC MÉTADONNÉES DE JEU ET MESURES, ET PLATEFORME D'API DE JEU PRENANT EN CHARGE UN CONTENU TIERS

Publication

EP 3600581 B1 20240221 (EN)

Application

EP 18797260 A 20181009

Priority

- US 201762570648 P 20171010
- US 2018055055 W 20181009

Abstract (en)

[origin: WO2019074952A2] This application is directed to real-time game profiling and analysis. While a game server executes multiple game instances for a gaming title in parallel, a profiling server generates a game profiling instruction to collect data samples associated with a subset of the game instances and sends the game profiling instruction to the game server. In response to the game profiling instruction, the game server identifies the subset of the plurality of game instances, and collects data samples associated with each game instance in the identified subset. Each collected data sample includes at least game state data and system performance data associated with synchronous gaming sessions corresponding to the respective game instance. The game server sends the collected data samples associated with each game instance in the identified subset to the profiling server, which provides the plurality of data samples to an analytics server for further analysis.

IPC 8 full level

H04L 67/00 (2022.01)

CPC (source: EP US)

A63F 13/352 (2014.09 - EP); **A63F 13/355** (2014.09 - US); **A63F 13/358** (2014.09 - US); **A63F 13/77** (2014.09 - EP); **G06F 9/45558** (2013.01 - US); **H04L 43/04** (2013.01 - EP); A63F 2300/534 (2013.01 - EP); A63F 2300/535 (2013.01 - EP); A63F 2300/5533 (2013.01 - EP); G06F 2009/45595 (2013.01 - US)

Citation (examination)

YADAV HIMANSHU ET AL: "Adaptive GPU resource scheduling on virtualized servers in cloud gaming", 2017 CONFERENCE ON INFORMATION AND COMMUNICATION TECHNOLOGY (CICT), IEEE, 3 November 2017 (2017-11-03), pages 1 - 6, XP033347211, DOI: 10.1109/INFOCOMTECH.2017.8340641

Designated contracting state (EPC)

AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HR HU IE IS IT LI LT LU LV MC MK MT NL NO PL PT RO RS SE SI SK SM TR

DOCDB simple family (publication)

WO 2019074952 A2 20190418; **WO 2019074952 A3 20190523**; CN 110678239 A 20200110; CN 110678239 B 20240209; EP 3600581 A2 20200205; EP 3600581 B1 20240221; EP 4336800 A2 20240313; EP 4336800 A3 20240529; US 11684849 B2 20230627; US 2020230499 A1 20200723

DOCDB simple family (application)

US 2018055055 W 20181009; CN 201880033465 A 20181009; EP 18797260 A 20181009; EP 24155063 A 20181009; US 202016844937 A 20200409